

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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THIS MANUAL

This manual is structured in such a way as to help all players get the most from Gangsters 2. If you're a Gangsters: Organised Crime veteran don't be a wise guy who knows it all - you will not be familiar with the game structure, screens, windows or controls. There are many differences between the two games so you'll benefit from reading this short manual all the way through, then you can consult the Reference Section if you want to check on specific information as you play the game.

TECHNICAL

SPECIFICATION

Make sure the technical specification shown on the Gangsters 2 box matches that of your computer.

INSTALLATION

- Insert the Gangsters 2 CD into your CD-ROM drive.
If autorun is enabled, Gangsters 2 will take you to the Installation screen.
- Gangsters 2 will then perform a system check.
- Simply click on the 'Install Game' button and follow all on-screen directions.
- If autorun has not been enabled, you'll have to double-click on the 'My Computer' icon on your Windows® Desktop, then on the CD-ROM icon, and then click on 'Setup.now'.

The game will now install.

- Follow all on-screen instructions.
- Once Gangsters 2 is installed it will appear in the Program Group on the START Menu.

LOADING

- Select Start/Programs/Eidos Interactive/Hothouse Creations/Gangsters 2
The game will now load.

THE README FILE

This manual will take you through most aspects of Gangsters 2 but it might not contain the last minute stuff (hey, we're all human - and even a gun on the printer's head ain't gonna speed up the printing process!). If you want the latest information check out the Readme file found on the CD (click on View Readme in the Program group).

GETTING STARTED

THE QUICK GUIDE

You're ready to play but don't know where to begin - right? Well, all wise guys gotta start somewhere, see? And this vendetta is the beginning of the road that might lead you to the big time or to a dismal death in a seedy back alley dumpster. This is your chance to learn your stuff before you go to it for real. So listen up!

This Quick Guide will introduce you to the first three episodes of Act 1 of the game (this first Act is made up of 5 Episodes) and take you through the basics to get you started on your mob career. Remember these are only the basics - the game is far more complex the deeper you get into it. For full details take a look at the Reference Section in the second part of the manual.

In addition to this manual there's an on-line Game Tutorial for interactive explanations and, if you want hyperlinked Help Text, just click on any Question Mark in the game screens or Windows.



JOEY BANE'S STORY

This is Joey Bane's story. One man's struggle to avenge the death of his father at the hands of the Mob in the early years of prohibition. Recently returned to his hometown (Buffalo Falls in Temperance State) after serving overseas in the US Army, Bane is devastated when he learns the news that his father has been gunned down while running liquor for one of the gangs in the town. Joey's uncle is also hurt in the 'hit' but manages to survive.

With his uncle to advise him, Joey Bane begins the long struggle for vengeance. This is the vendetta that leads him, not only to the mobster who pulled the trigger, but also to the top gangster in the State. It's a trail that takes Joey Bane clear across the State through many towns and cities and eventually to the State Capitol – New Temperance.

As Bane gets sucked into the mobster life, you'll be there to help him build up a gangster 'family'. You'll guide him through a violent world of mob hits, vice, corruption, protection rackets and liquor running, as he tries to make enough cash to pay for the hoods, weapons, vehicles, and bribes necessary to make his way in an unforgiving criminal world.

EPISODE 1 – THE FIRST PAYBACK

After viewing the opening movie you'll see the Main Menu.

- Select New Campaign and you will be taken to the Game Options screen.
- Click on the central panel, delete the default name and type in your choice of nickname for Joey Bane (press Enter).
- Select a difficulty level.
- Click the Start Game button and, after the Loading Screen, you will be shown the State Map with Buffalo Falls (Joey's hometown and the start of the adventure) flashing in red. This is the chart of Joey's progress across the State.
- Click the OK button and after a short animation you will see the Episode 1 title screen The First Payback.
- Click any button and you will enter the game.

At the bottom of the screen you will be given a briefing of your mission and guided through parts of the town where important events will occur. Read this briefing carefully. If you miss something click on the 'replay' button. If you want to continue with the game close the window by clicking on the X button.

You will now enter the Main Game screen with the Advisor Window open.



- Check the message from your Advisor – and then click on the Objectives button.
- Your objective in this Episode is to kill Ward 'Bullseye' Coley – the gangster who actually shot your father. Notice that the first Gangster Window from the left is Joey (YOU) but you also have one other gangster to help you: 'Lightning' Landucci.
- Close the Advisor Window (click on the X) – you can always open it again by clicking on the button at the bottom of the Side Panel.
- Click on Landucci's Gangster Window – it will highlight in red and show all of his details in the Side Panel.

Note the real time Clock (top left) – this will only stop when you pause the game (by pressing the Spacebar) or when you open a Building Window. Also take note of your Cash, without money you're going nowhere and this counter shows exactly how much you have to play with.

Now let's look at the various Map views.

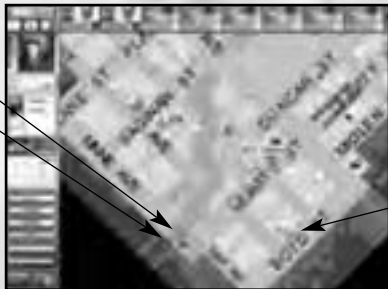
You begin the game on Street View. This is the game's most detailed level and shows all characters and buildings.

Try scrolling around the view: hold down the right mouse button and move the mouse. Notice that buildings are removed as you scroll to let you see all the action on the streets.

Click on the middle Map View button (top left), or press the minus - key on the numeric keypad to go to Overhead View.

Territory Colour

Your Office



Key Site

This view shows a zoomed-out, Overhead map that includes a lot of important detail, including key buildings, businesses, cars and characters. Other information can be overlaid on this map by opening the Advisor Window (in this view) and clicking on a number of overlay buttons.

If you have no details showing, open the Advisor Window (bottom left) and click on the Territory and Status buttons (and close it again).

Now pause the game for a moment (Spacebar) and look carefully at the Overhead map.

- Scroll around the map by holding down the right mouse button and moving the mouse.

OVERHEAD MAP DETAILS

The small green area (at the bottom of the map) is your Territory and the Door icon is your Office (this is 'fronted' by a normal Hotel business).

Remember Bane's gang colour is Green and the bulk of the Territory in Buffalo Falls is under the control of Ward Coley (the Yellow gang).

You will not be able to see enemies in the Overhead Map view unless the event occurs in your territory or you have sent a gang member into a rival's territory.

- Parked and moving cars are shown – the car close to your office with the green marker is the only vehicle you have at present.
- The gray squares moving around the city are ordinary citizens and workers.

As your territory grows (or you hire gangsters with spying skills) you will spot enemy gang members further from your office and hideaway, affording greater security to your main sites.

The other icons shown on this view are the key buildings in the city district. The available business mentioned in the introduction to this episode is shown as a silver cash register close to your office. Sites that can be purchased are shown in silver; gang owned businesses are displayed in gold.



Find the Scales icon and hover your mouse pointer over it – a tool tips message will appear showing 'Courthouse'.

- Now check out the other icons.

You'll notice that there are several 'handshake' icons – these are Recruitment Sites such as a Gym or a Pool Hall. Hover the pointer over any building and you will be shown what it is on the pop up tool tips.

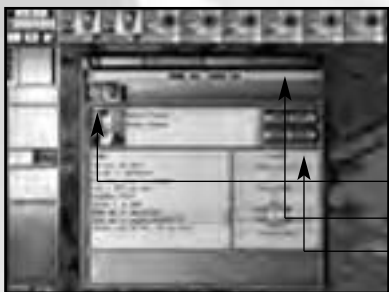
Zooming-in (Key F11)

If you hit Key 'F11' in Overhead View you will see a white box appear on the map. The 'F11' key can also be utilised in the schematic view. This can be placed over any map area and then, with a simple left-click of the mouse, you will jump to that part of the Street View. This is a very useful and speedy device to go to important game events from the Overhead View.

Now let's go back to Bane's Office.

- Stay in Overhead View and right mouse click on the Office button (or right click on the door in Joey Bane's Gangster Window) and this will centre the map on your office.
- Left click on the Street View button (or press the plus + key on the numeric keypad once).
- The hotel/Bane's office building will appear in the centre of the Street View screen. Your car, identified by green floor markers, is parked close by.

BUILDING WINDOWS



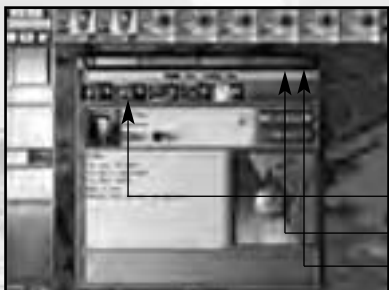
Now let's have a quick look at the Building Window – this is an important feature in the game and all businesses/sites have Building Windows. Remember that the game is still paused (the clock is not running top left).

- Hover the mouse pointer over the hotel/office building, hold down the SHIFT key and left click.

The Window will open (initially with the Hotel details).

Tab
Office Bar
Buttons

Click on the Office bar (at the very top) to see what's really happening at this site.



Note that in the 'Details' box it tells you that 'Bane is here'. Notice the buttons at the bottom of the Window, with these you can give selected gangsters important instructions – these will change depending on events. We'll look at full details of Building Windows later in the manual.

- Close the Building Window by clicking on the close button top right (the X).

Tabs
Office Bar
Close

LET'S GO TO WORK!

- Click on the Advisor button (bottom left) then click on the Objectives button.
- This will tell you that you must kill Ward Coley - your main objective in this first Episode.
- Close the Advisor Window.
- Unpause the game (Spacebar).
- Click on the middle Map View button (top left), or press the minus - key on the numeric keypad to go to Overhead View.
- Open the Building Window for the available business (the silver cash register) and select 'Buy Site' from the options at the bottom of the window. Confirm the purchase of the site when you are prompted.
- Close the window.

You have now bought the site (a tenement block), and in a few seconds you will see a green box appear in the territory overlay. This box represents the zone of influence for the site, and encompasses a recruitment site (the labour exchange) to the north of the river. You can recruit muscle from any recruitment sites in your territory, provided that the site contains muscle and the territory encompassing the site belongs to an operational business.

- Select Joey Bane by left clicking on the Gangster Window (top left).
- A red highlight will appear around the Window to show Bane is selected.
- Now hold down the CTRL key and select 'Lightning' – his Window will also highlight and you will now have two gangsters selected!

ACTIVE POINTERS

- Scroll the map (hold down right mouse button and move the mouse) until you can see Bane's car: the one with the green floor markers and now take a moment to examine the mouse pointer.

If you hover the mouse pointer on the sidewalk (or on the road) it will show a 'walking' icon. If you hover it on the car it will show a car icon. This is another important feature of the game – the mouse pointer is 'intelligent'; when a gangster is selected and you point to an object or building, the pointer will change to what that gangster can do in relation to that object/building (in this case walk to the sidewalk or get in the car).

If, by chance, Ward 'Bullseye' Coley passed by and you hovered the pointer over him it will turn into the 'Kill' icon. Note that a red pointer means that the action cannot be performed but a green pointer gives you the go-ahead. For a full list of Active Pointers see the section later in this manual.

Now we want our two selected gangsters to get into the car.

- They should still both be selected so hover the pointer over the car and left click the mouse.
- Bane and Landucci will come out of the building and get into the car.

GANGSTER WINDOWS


Notice while they do this that the Gangster Windows (at the top of the screen) show animations of what the gangsters are doing and once they get into the car they show the car itself. These Windows are also key features of the game and provide you with a lot of information (see later for details).

BUILDING UP YOUR 'MUSCLE'

Now we want to recruit some muscle. Muscle act as extra firepower and defenses for your gangsters and businesses, so it's always a good idea to recruit them whenever you can afford it.

- Click twice in Joey's muscle panel in the side bar.
- Two names appear in the slots, and the two muscle join Joey in a short space of time.
- Look at Bane's Gangster Window and you will see a number of small 'green' (100% health) faces.
- Next to the names of the muscle, you will see the guns they have received from Joey.
- Now we want to send the car into 'Bullseye' Coley territory.
- Click on the Overhead View button (or press the numeric – key) to go to the Overhead Map view.
- Scroll the map and look for 'Bullseye' Coley's office (as shown in the briefing at the beginning of the episode).
- Now let's drive to this part of town.
- Stay in Overhead View and, with the gangsters in the car still selected, hover the mouse pointer around the streets close to Coley's office.



- When your mouse pointer shows a green arrow plus side on car icon , left click the mouse. The car will go to the location and select a parking position.
- Note that, if you want to order the car to park in an 'exact' spot then hover the pointer near to the curb; if you see the Park cursor left click and the vehicle will park in that position. Be careful when you order gangsters to move over great distances, as they may encounter rival gang members and come under fire.
- Centre the map on the car (right-click on it) and press the plus + key to return to Street View to look at where the car is parked.
- You'll have to learn to switch quickly from one view to the other. Note that if you have a mouse wheel this is the quickest way to switch views. Also that there's a third map view: a Schematic zoomed out view that'll help you study the bigger city maps.
- Now click on Bane's Gangster Window to select him and place the mouse pointer somewhere on the sidewalk close to the car (if you click somewhere too far away the gangster might decide it's too far to walk and choose to drive there first).
- You will see the 'Get out of car' icon shown. 
- Left click and Joey will get out of the vehicle and go to the spot you've chosen. Note that Joey's green floor marker is 'flashing' to indicate that he is currently selected.
- Locate Coley's Office and get Joey Bane to stand across the road from it and pause the game (Spacebar) once again.

WORKING OUT THE STRATEGY

'Lightning' is still in the car. Bane has two muscle with him, and is standing close to Coley's Office. All gang members have weapons and perfect health (the green faces in their Gangster Windows) – so how do they manage to kill Coley?

This is where you begin to work out the strategy by observing the rival gangsters and their 'muscle' moving around their territory. You can get information about any character you see by holding down SHIFT and left clicking on him/her (if the character is 'muscle' accompanying a gangster, you will only get the details of the gangster). A Window will open with details. Coley is usually accompanied by his 'muscle' and has two other gangsters (Garfield 'Slugs' Bellows and Boyd 'Razor' Peterman) to call on. In Episode One he knows nothing of your vendetta so he won't be looking out for your attack, but if you fail in your first 'hit' he'll be extremely cautious and stay mob-handed.

As shown in the initial briefing, at certain times the gang members and their 'muscle' return to Coley's Office and then split up and go to various illegal businesses alone: the Brothel, the Card Game or the Speakeasy (check the icons in the Overhead Map). Coley likes to go to the Speakeasy, which is very close to his Office; he'll stay there for a while and then head back.

There are many enemy 'muscle' around the city – attacking them (not too many) will divert some of Coley's gang and leave him exposed for a short period of time. He may even make the journey to a 'hit' site to investigate a killing himself. Or, you might catch him out on his own when he makes the short trips to and from the Speakeasy. When you do decide to attack try to use both of your gangsters and, if you want to get across the city quickly, remember to make use of the car.

Police presence is also an important aspect of the game, so try not to make the 'hits' in view of any police patrols. If they see you committing a crime they'll come after you.

WAR AND PEACE

To Coley, the death of Joey Bane's father was the end of that affair so he'll have no idea that you're after him and a 'state of peace' currently exists giving you a chance to follow the gang's routine in plain sight. But, if and when you kill any of his gang a state of war will exist (and they'll come after you).

A good approach is to use the state of peace to knock out the first of your opponents. Don't waste this advantage by attacking enemy businesses; they are well defended, and you are not yet strong enough to claim enemy sites. Avoid these sites and concentrate on killing Coley, Bellows and Peterman.

SAVING IT

Before we do anything else, let's save the game at this point.

- Press the Escape Key to go to the Options Menu.
- Click on Save Game, enter the name of the game to be saved and click on 'Save'.

KILLING TIME

You've only got two days to kill Coley; after that he'll bring in large numbers of mobsters who'll make it impossible for you to operate. The game will continue through the night and you'll see the town in night conditions (lights, streetlamps, car headlights etc.). The clock on the top left will continue to tick over and will only stop if you open a Building Window (or pause the game).

COMBAT

When it comes to the crunch you'll have to shoot it out with Coley and his gangsters in open combat. Check what type of weapon Bane and Landucci are carrying (a shotgun is more effective than a pistol, a Tommy gun is best). The combat skill of Bane and Landucci (the number of stars) will also have an effect and so will the aggression rating (next to the portrait in the side panel). Remember that all gang leaders are far tougher to kill than their 'muscle'.

THE HIT

These are just suggestions:



- Send Landucci by car to kill Peterman and Bellows (he could even try a drive-by shooting: look for the active pointer as you drive past Coley's men).
- Get 'Lightning' in close (they won't be expecting anything) and select a target.
- Place the mouse pointer over the target's body and it will change to a target symbol with a green arrow (if it's red, this is not a bona fide target!).
- Left click to begin firing – the target will flash to show he/she is selected and Landucci will shoot and continue to shoot until you give him another instructions. If the target runs, Landucci will follow. You don't have to interfere but you can reposition him to best effect (or select another 'target').
- When Landucci has taken out Bellows and Peterman, get him back to the Office to heal his wounds. Once healed, drive Landucci back to join Bane. Get out of the car and wait there with Joey.
- The shooting will stir up Coley's gang; they will go to see what happened, leaving Coley short of protection for a limited amount of time. Hit him in an ambush on his way to the Speakeasy or going back to his Office (alone). Use both gangsters in the attack and keep out of sight of any police (be careful because Police Headquarters is very close to the Speakeasy).

FAILURE

If you fail to kill Coley and lose Bane the episode will end. You must start again. Use all the information you've gathered about Coley's movements and this time do it right!

SUCCESS

If you kill Coley the episode will end and you will be shown the Newspaper headlines, a debriefing that will confirm what's happened, and a score for the episode.

- Click on the button marked 'Click to Continue' to exit the Newspaper screen and you will be taken to the Family Tree

FAMILY TREE

The Family Tree allows you to move key people you've hired or who have worked for you in the episode in and out of your 'family'. You'll also be able to select which people to take into each town you visit as you progress across the State.

At this stage of the game, the advisor launders your money from the episode into a safe account and allocates appropriate funds for the next episode (the total money you manage to launder during the game is displayed in the Hall of Fame).

The Family Tree is also the means by which you distribute Experience Points gained during an Episode to 'family' members, improving their skills and their value over time. Assign Experience Points by selecting the gangster/specialist and clicking on the right hand arrow. You can also remove them (to character minimum) by clicking on the left hand arrow.



The 'Family Tree' can hold up to eight gangsters and eight business specialists. Select each group from a panel by clicking on a tab at the top of the screen. Each character is displayed with name and portrait. To check individual Skills, click on the portrait.

Assign Experience Points

When you've finished with the Family Tree screen you'll be taken to Episode 2.

EPISODE 2 - UNDER FIRE

Episode 2 also takes place in Buffalo Falls, but this time Coley's boss Langham has sent a large gang (and four explosives experts) to kill Joey Bane. The new gang led by Alec 'Stretch' McDowd has taken over all of Coley's territory. You've got to hunt down and eliminate the bombers.

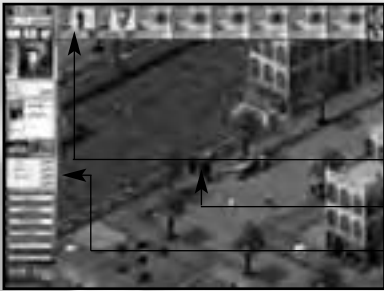
THE BRIEFING

Study the briefing session carefully and take note of any hints/map positions you might be given.

THE FAMILY TREE

You will see the Family Tree screen again. This time you'll be bringing in 'family' members into the Episode – this is where you can check who you've got to help you.

- Click on OK to enter the Episode.



You begin the game in the same office building, with 'Lightning' Landucci (if he has survived Episode 1) and some 'muscle'.

Make sure you are still in Street View.

Use the Active Pointer to order Bane to walk out of the Office to the sidewalk near his car.

_____ Muscle Health

_____ Muscle

_____ Muscle Names

Note that the 'muscle' always stay close to Bane – that's their job – and when Bane is selected, shown by a green flashing floor marker, so are all the 'muscle'. If you give Joey an order (such as get in the car) they will all get in with him.

- Select the Overhead Map view (press numeric – minus key) and scroll around to check the layout of the town (it should be the same as the previous Episode).

There are four enemy bomber teams around but they won't attack for a while; however, a state of war now exists and all other gangsters plus 'muscle' will be on the lookout for Bane's gang. The bombers are highly skilled so you must try to draw out their 'protection' and get them alone where you can 'hit' them before they 'hit' you.

If you do kill one of the bombers your Advisor will let you know (look out for the flashing Advisor button – bottom left).

NEW BLOOD

After a period of time your Uncle will send another gangster to help you. This is Abe 'Louisiana' Caldbeck and he will arrive in Bane's office ready to carry out orders. Check his rating (Combat, Stealth etc.) and the weapons he is carrying then order him out on the streets to attack likely targets. 'Louisiana' is a bomber, and comes equipped with two bombs that can be thrown at enemy gang members, buildings and vehicles. Note that one of your secondary objectives is to make sure 'Louisiana' survives into the next Episode.

The bombers will be found in familiar haunts from the previous Episode or out on the streets. The more of them you take out before they begin to attack the better for Bane. In this Episode you must begin to think about assigning 'teams' to flush them out.

LOOKING THROUGH WINDOWS

Remember to check important sites by opening their Building Windows and see just who is there. If you want to check out say, the Speakeasy, you can use SHIFT + LMB in any view to bring up the building menu. This will open on details about the 'front' – the legit business.

Select the right hand bar (at the top) to view the illegal business details (see Reference section for full details on Building Windows). Note that Alec 'Stretch' McDowd is around in this Episode but try not to mess with him here – he's too tough at present.

As with the first episode, you are still unable to claim enemy sites, even if you damage the site and kill everyone around it. These sites are also heavily defended, so it is better to try and avoid them altogether.

Finally, remember that if any gang member is in danger of dying from wounds the best place for them is the office (or hideaway – see later). It's here that they can recover over a period of time.

If you manage to take out all four bombers the Episode will finish and you will go to the Family Tree screen to make your decision about whom you take with you to the next Episode and to assign Experience Points.

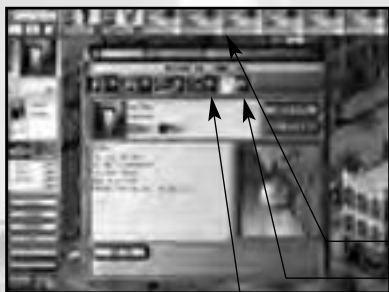
EPISODE 3: BUILDING POWER

Now Bane is in serious 'hot water' with the rival gangs and the only way for him to survive is to get deeper into the gangster lifestyle. He'll need much more money to survive. This Episode is an important introduction to the business side of the game. The map is the same (Bane is still in his home town, Buffalo Falls) but you'll notice more legit businesses shown. Bane's objective (as detailed in the Briefing) is to take control of a Liquor Still located deep in 'Stretch' McDowd's territory and send a shipment of booze to a distant recipient on the eastern edge of the map; you must also try to kill McDowd by flushing him out of the safety of his well-protected office.

This is the first episode where you will be able to attack and claim enemy businesses at will. From this point in the game, seizing enemy territory and running the businesses for your own profit will be a key strategy to building your strength and wearing down your opponents.

- Check the Overhead View. The silver cash register icons are all legit businesses that are available for sale. Bane is going to need to fund the illicit liquor still once he's got control of it so the first step is to build up some regular income.
- SHIFT + LMB click on the nearest available legit business in Overhead or Street View and its Building Window will open.
- Here you'll see details of profit etc. You can 'Go to' the site, but your first priority (the button will show at the bottom of the panel) is to 'Buy' the site.
- Click the 'Buy Site' button (it will highlight in red), click 'Yes' to confirm the order, then close the Window by clicking on the X.
- Note that nothing will happen until you close a Window – this is a standard feature across the game. The money will come out of your Cash total instantly.
- Now look at the Overhead map again and notice that Bane's territory (the green shaded parts) has expanded by the business's sphere of influence.
- Open the newly acquired Business Window and you will see updated details such as 'You own this place'. Notice that you now have the option button (lower left) to 'Sell Site'.
- Close the Business Window and check the Overhead map again. Place the pointer over other nearby businesses and check the territory associated with each one (the grayed out area). See if you can find another business that has a Recruitment Site (the 'handshake' icon) in its influence and try buying it. This is important if you want to recruit new 'muscle'; you must have a Recruitment Site in your territory (and of course there must be 'muscle' there waiting to be recruited – see the Reference Section for full details).

Now see if you can buy up two or three normal businesses and then return to Bane's office. You can do this in two ways: right click on the Office button in the Side Bar and open the Office Window (SHIFT + LMB on the Building) or simply SHIFT + LMB on the Office button.



- Click on the Office bar (top right).
- Click on the fourth tab from the left (the Dollar Sign) to look at business details for the individual concerns.
- Click on the last tab (Balance Sheet) to look at your Income/Expenditure and hourly profit.
- Close the Window and look at the Overhead map again.
- Find the location of the still (the Briefing will have shown you where it is).

Tab

Income / Expenditure Tab

Business Tab

The enemy gang presence is high and you can expect to be attacked at any time – keep checking for ‘muscle’ at any of the Recruitment Sites in your territory and if there is anyone, click on the empty ‘muscle’ side panel to recruit them (the name will appear next to a weapon). All the while you must balance the amount of cash you have flowing in with the amount you need to hire the right people to do the job.

Once you feel strong enough (and rich enough), you can send a team to attack the liquor still site. This attack will also flush out McDowd and make him run to his hideaway (he’ll be vulnerable on the streets). Your ultimate aim is to send a booze shipment to the eastern edge of the map. McDowd, if he remains alive, will try to stop you making the shipment.

The still is well guarded so make sure your gangsters with the best combat ratings have the best weapons (a Tommy gun is ideal).

- To transfer a weapon, select the gangster and click on the weapon you want him to have from the cache.



If possible, approach the still site from an unexpected direction on foot and attack in two teams. If there are guards outside, hover your pointer over them (you will see the Combat icon) and left click. If there are no guards outside (or if you kill them all) hover the pointer over the building (you will see the ‘Attack’ Active Pointer) and left click to attack the site. However this may flush out other gangsters or ‘muscle’ on to the streets and you’ll have to fight them too.



When all defenders are out of the way, you can claim the site by placing the mouse pointer over the building and left clicking when you see the Claim Site pointer. Or you can open the site’s Building Window (SHIFT + LMB) and click on the ‘Claim Site’ button and close the Window.

- Now open the Window again and notice that the Site is now Bane’s (but unfortunately, it’s making a loss). Notice that the arrow icon showing the building entrance has now turned to green (Bane’s gang colour).



Once the still/legit business have been attacked they will be damaged and will need to be repaired (at a cost to you) before the site can support a still again. The repair will take a little time.

Before you can set up and run an illegal business you will need to hire a Business Specialist with a skill rating for that type of business.

- Click the Newspaper button (lower left) and look under the Recruiting section for the ‘Specialists’ button and left click on it.
- You will see Bert Moreau who’s available for hire. Moreau has a skill rating in distilling and can run a moonshine still.
- Hire Bert Moreau and close the Newspaper screen. He will appear in Bane’s office Building Window under the Specialists tab (third from the left).
- When the site is repaired you must select Moreau, click on the ‘Relocate button’ and select the illegal still from the list and Bert will make his way there. At the start of the next day or night the site will attempt to run a shipment out of town.

If you have not killed McDowd on the streets, locate his hideaway and attack it in force.

This Episode will end when you manage to send a shipment of liquor to the eastern edge of the map.

COMPLETING THE ACT

You’ve completed the first three Episodes of Act 1, now you’re on your own. The challenges in Episodes 4 and 5 are different and more and more complex but try to remember everything you’ve learnt so far and... good luck!

REFERENCE SECTION

MAIN MENU

After the opening movie you'll get to the Main Menu with the following options:

NEW CAMPAIGN

Start a new game of Gangsters 2. For full details see the New Campaign section below.

LOAD CAMPAIGN

Load a previously saved campaign. Click on a game name then on the Load button.

MULTIPLAYER GAME

Choose a Multiplayer Option to play on a Game Site, via a Network, across a Modem or by Serial connection. For full details check the Multiplayer Game section.

HALL OF FAME

Check to see your best score in Gangsters 2.

TUTORIAL

Load a fully interactive Tutorial that'll guide you through the basics of the game. A flashing red box will highlight items mentioned in the Tutorial Window text.

CONFIGURATION

This option allows you to set the game controls, detail level, and sound to suit your machine or style of play.

Set Game Music, Sound FX and Speech Volume, Mouse Sensitivity and Level of Detail by clicking and dragging the markers. The right half of the screen shows a screengrab with the Level of Detail setting you have chosen.

REVERSE MOUSE

Reconfigure up/down screen scroll using the mouse.

Buttons at the bottom of the screen allow you to confirm the settings OK, Restore Defaults or Cancel configuration and return to the Main Menu screen.

CREDITS

View a lineup of the wise guys responsible for Gangsters 2.

EXIT

Get outta here!

NEW CAMPAIGN

Select New Campaign from the Main Menu screen and you will be taken to the Game Options screen.

GAME OPTIONS SCREEN

NICKNAME

Click on the panel below the portrait of Joey Bane to enter a nickname to be used throughout this game. Delete the existing name using the cursor, type in your choice of name and press Enter.

GAME DIFFICULTY

Select the Difficulty Level you want to play by clicking and dragging the marker to Easy, Medium or Hard.

Click on the Start Game button to go to the State Map screen or Cancel to return to Main Menu screen.

TEMPERANCE STATE MAP

In Gangsters 2 you do not just stay in the same town but move across the State as the story develops. The State Map screen illustrates where you are starting the campaign (Buffalo Falls - lower left). The flashing red circle is where the first Episode begins. The other points on the map are other towns and cities that you will move to during the game.

The text panel below the map sets the scene for each Episode that occurs in each town or city - you are also told the difficulty level and the number of family members you can select for the next Episode.

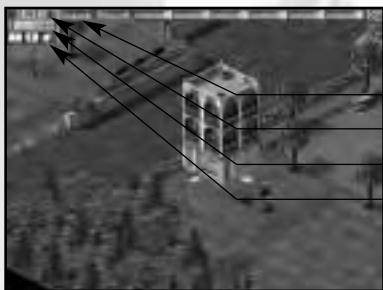
- Click the OK button to begin Episode 1.

The game is divided up into five Acts each made up of a number of Episodes. Act 1 is called 'Retribution' and each Episode has a title. Episode 1 is 'The First Payback' - Joey has to kill the man who shot his father.

- Press any button to continue and you will see the Episode briefing. This will give you important information about your objectives and may even provide some hints/tips. Buttons on the right of the briefing panel allow you to read/listen to the information again or close the briefing and continue.

When you close the briefing panel you will go to the full game interface.

THE GAME INTERFACE



The game interface remains the same throughout the game but you can minimise it to view more of the Maps or the Street View.

Gangster Window

Clock

Money

Map Views

THE CLOCK

The 24-hour Clock shows the time of day. In Street View when the sun goes down the city will darken, street lights will come on, cars will turn on their headlights etc. The Clock will only stop when you open a Building Window or press pause (Spacebar).

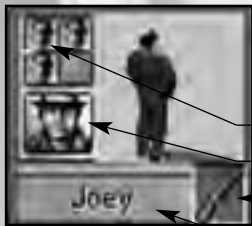
MONEY

The money counter shows your cash at that moment. This will change every hour to take account of regular income / expenditure activity. Any buying or selling will affect this counter and be shown immediately. If you let your cash drop to zero, you will be bankrupt and the game will end.

MAP VIEW BUTTONS

Select one of three Map Views: Schematic (left button), Overhead (middle button) and Street View (right button). You can also use keypad + / - keys and a mouse wheel (if you've got one) to zoom in and out of map views.

GANGSTER WINDOWS



Across the top of the screen are the eight Gangster Windows. These give you information about your gangsters and their 'muscle' (a maximum of four 'muscle' may accompany each gangster). The window on the left is reserved for Joey Bane: the gang leader. Bane is your most important character – if he dies, it's game over! The other windows are for gangsters recruited over time.

Muscle Health

Gangster Health

Message Box

Nickname/Orders

GANGSTER/'MUSCLE' HEALTH

The small portrait icon on the left side of the Gangster Window shows the Gangster's Status/Health: Green means full health, Yellow for lightly wounded, Orange means badly wounded and Red is critically wounded.



If this shows a police badge icon this is an indication that the gangster is wanted and will be arrested if caught by the police/FBI.

The four boxes above the Gangster Icon show the status of any 'muscle' accompanying the Gangster. If a gangster dies the entire group will disappear from the window. Remember that you can improve a character's health, if it's looking dangerously low, by sending him to the office or hideaway.



If the gangster is a kidnap specialist and he has a victim in tow then this panel will show a bound kidnap victim. The colour of the icon indicates the victim's health.

GANGSTER ACTIVITY

To the right of the Gangster Window is an indication of what that gangster is currently doing: walking, running, shooting, in a vehicle or inside a building. A door shown in front of a building means the gangster is either in the gang office or hideaway.

NICKNAME/ORDERS PANEL

The lower bar in the window shows the gangster's nickname but this can be changed to see what order the character is performing by right clicking on the Minimise/Activity button (in the top right of the screen).

MESSAGE BOX

To the right of the nickname/orders panel is a small box showing icons when the gangster has completed (or has failed to complete) an order. You'll also see the weapon he is carrying in a colour to match his aggression rating (Yellow – Evasive; Orange – Cautious; Red – Aggressive).

The complete message box list is:



Order completed



Order failed



I am being arrested



Enemy gang member spotted



I can see combat



I am in combat



I am deserting

HOW TO USE A GANGSTER WINDOW

- Left click to select the gangster (the window will highlight in red).
- Right click to select the gangster and scroll to his current map position; the view will be locked there until you scroll the map or change map level.
- Left click to deselect (or select another gangster).
- To select more than one team, hold down CTRL and left click on each of the individual Gangster Windows.

Once selected, gangster / 'muscle' details will appear in the left hand Side Panel and all orders you give will be carried out by that gangster.

MINIMISE /ACTIVITY BUTTON

- Left click the Minimise /Activity button (top right) to minimise the display to three levels:

Minimum: Top panel shows only Names, Message Boxes and Health indicators. This also removes the Side Panel from view (but you can still view this by hovering the mouse pointer on the left side of the screen).

Hide Left Bar: The Side Panel will be removed but reappear when the pointer is placed to the left of the screen.

Maximum: Top and Side Panels shown in full

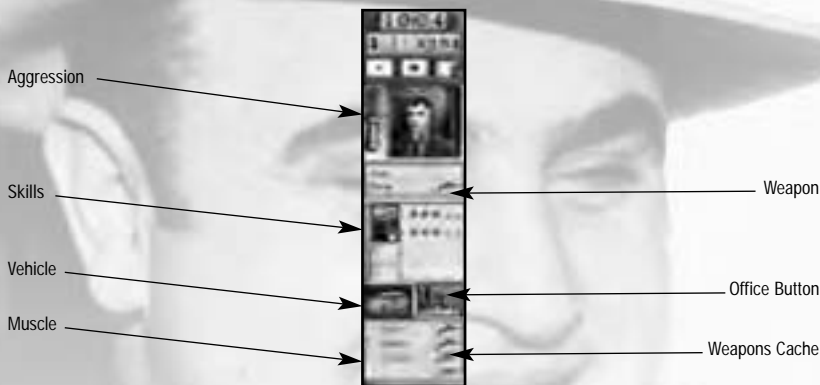
You can also right click on the Minimise /Activity button to see the last order the gangster received.

HELP BUTTON

Below the Minimise /Activity button is the Help Button.

- Left click on the Question Mark (?) to open the Help File Window. Scroll down the list or left click on the hypertext links to jump to related subjects.

THE SIDE PANEL



This shows details about a selected gangster and his accompanying 'muscle'.

PORTRAIT

You will see the gangster's picture along with his name. If you want to change the nickname, left click in the box, delete the existing (with the Backspace key) and type in your choice (press Enter or click away).

AGGRESSION SETTING

To the left of the Portrait is the gangster's Aggression level. There are three adjustable levels Yellow (Evasive), Orange (Cautious), and Red (Aggressive). Left-click on a level and the gun icon will move (and change colour).

WEAPON

A small weapon icon next to the name shows the weapon the gangster is carrying. If he also has explosives in his possession these will be shown above the weapon.

GANGSTER SKILLS

The next panel down shows Gangster Skills. All characters have at least two skills; but Gangsters can have up to four (hence the extra spaces). Skill ratings are shown as red stars (one to five). A high Combat rating will do more damage to an opponent; a high Stealth rating will allow the character to move in enemy territory with less risk of being spotted. Characters can be allocated Experience Points at the end of an Episode in the Family Tree screen (see later) to increase their Skill rating but they cannot be given new skills. Also be aware that a gangster with more skills will demand more money.

OTHER GANGSTER SKILLS



Assassination

This skill allows Assassins/Hitmen to use special weapons (rifle, silenced pistol, twin pack) efficiently to target and kill specific group leaders without having to eliminate his protection first.



Explosives

The skill means the gang member can carry up to two bombs – explosives can destroy armoured vehicles or kill a group of people.



Persuasion

This skill allows the character to influence or distract important people (the higher the rating the more important the official that can be influenced). This is an extremely useful skill in the game.

**Driving**

This skill allows gangsters to drive a vehicle faster (when you want to make a quick getaway after a robbery etc).

**Kidnapping**

A skill that helps the gangster to kidnap lone gang members/officials with little violence. Kidnapped gang members will reveal information about sites and territory for a limited time.

**Bank / Enemy Site Robbing**

Gangsters can steal money (or documents) during daylight hours – the higher the skill rating the more that can be taken before the alarm is raised.

**Bank / Enemy Site Safe Cracking**

This skill allows the gangster to operate during night-time hours (break into a safe for money or documents).

**Spying**

This skill allows gangsters to get important information such as when someone is arriving or where certain key documents are being held. Spies can be sent into rival territory to get information about enemy movements for a limited amount of time.

ACTIVE POINTERS

If a gangster has a specialist skill and he is selected you can order him to perform a task (for example, rob a safe) by hovering the mouse pointer over a bank building. The Active Pointer will turn into the Rob Icon. Left click to order the gangster to perform his specialist skill.

VEHICLE BUTTON

If the selected gangster has a vehicle, left click on this button to tell him and his 'muscle' (if he has any with him) to go there and get in. Right mouse click on the Vehicle button (in the Side Panel) to centre on his vehicle.

OFFICE BUTTON

Left click on the Office button to order a selected gangster (and any 'muscle') to return to the office. Right mouse click on the Office button to centre the map on the office and SHIFT + left click on the Office button to open the Office Window.

MUSCLE AND WEAPON CACHE

Any gangster can carry up to five weapons. His main weapon is shown next to his name; but his cache is shown below the Office button next to the space for his team. When 'muscle' are recruited (see later), they'll take one of his weapons (and return it again once dismissed/dead). A gangster's personal weapon can be swapped for any in this cache. Simply click on the weapon in the cache and it will be transferred.

ORDERS BUTTONS

The four buttons on the lower left are orders that can be given to all gangsters: Flee, Guard, Patrol and Tail. The two gold buttons below these are reserved for orders only accessible to gangsters with a specialist skill (such as Assassination or Persuasion). These will appear when you select the characters.

Flee is a general 'get out of there and go for cover' order.

Guard – set guard(s) for your own business or any character (except enemy gang members).

Patrol – the gangster will patrol in a standard route around your business site. If you hold down SHIFT and click on a route you can set your own patrol waypoints.

Tail – order the gangster to tail a selected character (applies to anyone except your own gang members).

THE NEWSPAPER BUTTON

The Newspaper has a morning and an evening edition every day. Click on the Newspaper button (in the bottom left corner) to read the latest news. Click again to return to the game. The newspaper shows news about the events of the city you are in. All gang related news has a coloured highlight in the gang's 'colour'. Note that your (Bane's) gang is 'green'.

HEADLINES

The Headlines page displays the most important events that have occurred in the city in the previous day.

TRIALS

The Trials pages show the outcome of trials held in the courthouse in the last 24 hours.

OBITUARIES

The Obituaries page lists the people that have died during the previous day.

RECRUITING

You can recruit gangsters, business specialists and hitmen here. Click on the button and select from the list.

RUMOURS

This shows 'the word on the street' and should be checked every Episode.

FINANCES

This shows (on the left page) an Income/Expenditure Statement for your gang for the half day and on the right hand page a list of all Income/Expenditure since the beginning of that Episode.

STATE MAP

This tracks your progress across the State.

MOST WANTED

Displays gang members with the highest notoriety ratings. These mobsters may already have warrants out for their arrest, and there is a possibility that the police will begin to harass them. Be careful with people from your own gang that are on this list, it's far better if they never leave safe areas (where you are influencing the police).

RAIDS

Shows a list of sites raided by the FBI in the previous day.

ARRESTS

A list of people arrested in the previous 24 hours.

THE ADVISOR BUTTON

The advisor is there to guide you through the Episodes; he'll give regular hints about what to do next, and tell you about important events in the game world. When the advisor wants to tell you something the Advisor button will flash according to the type of message:



Objective messages give information about your progress and tasks in the episode that you are playing.

Urgent messages inform you when something is going badly wrong. This includes messages about gang members being killed and when you are running out of money.

Warning messages highlight problems that could become serious. High notoriety levels and empty sites are notified using this message type.

General messages give information about other events in the city that do not directly involve your gang. Policing levels and corruption investigations are among the information given by this type of message.

Click on the **Advisor button** to view the message.

ADVISOR MESSAGES

You will see the last unread message, although you can also see the complete list of messages received (or delete messages) using the buttons. Each message in the list displays the time that it arrived and whether it has been read. To read a message from the list, double click on the heading. Some messages have buttons that appear with them that allow you to locate and view the event quickly.

ADDITIONAL INFORMATION

The Advisor Window also accesses other important information. At all map levels you can access your Episode objectives but on the Schematic and Overhead Views there are buttons that can be switched on/off to give you overlay map information about the following:

Territory

This button shows gang territory (in gang colours) across the district.

Status

Shows key buildings as icons (police headquarters/precincts, schools, churches, prisons etc) as well as gang offices and illegal businesses. If you hover the mouse pointer on a business or gang office you will see a gray highlight of its territorial influence.

Land Value

This shows the value of various city districts (poor industrial, rich commercial etc).

Security

Shows the amount of 'protection' at gang-owned sites. Each figure represents up to five 'muscle' guarding or patrolling the site.

Police

This shows areas where the police are being influenced and is useful for identifying potential risk for operations in that district.

Objectives

This button lists your goals for each specific Episode. There are two types of objective: a Primary that must be achieved and a Secondary that is optional. However, if you do complete your secondary objectives you'll get additional rewards.

IN-GAME MENU

Press the Escape key at any time to access the In-Game Menu:

RETURN TO GAME

Return to the game.

SAVE GAME

Save the game you are playing.

LOAD GAME

Load a previously saved game.

CONFIGURATION

Change game configurations.

EXIT GAME

Leave the game and return to the Main Menu.

GAME CONTROLS

MAP VIEWS

Scroll Screen (all map views)	Hold Down RMB + move mouse
Select Gangster	Click LMB on Gangster
Give Order to currently selected Gangster	Click LMB using Active Pointer
Deselect currently selected Character	Click RMB away from Character
Centre Character/Vehicle and Track	Click RMB on Character/Vehicle
Select all Characters in Bound Box	Hold Down LMB and Drag Box
Open the Building Window	Point to Building, hold SHIFT + LMB
Open the Character Details Window	Point to Character, hold SHIFT + LMB

(Note: If the selected character is one of a group, the details of the group leader are shown)

GANGSTER WINDOWS

Select/Deselect Gangster	Click LMB on Gangster Window
Scroll to Gangster and Track	Click RMB on Gangster Window
Select additional Gangster	Point to Gangster Window Hold Down CTRL + LMB

MIDDLE MOUSE BUTTON (IF APPLICABLE)

Open Building Window details (for Building under pointer)	MMB on Building
Open Character Details (for Character under pointer)	MMB on Character

MOUSE WHEEL (IF APPLICABLE)

Zoom City Map in/out	Mouse Wheel up/down
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CONTROL KEYS

Show Selected Area in Street View (from Overhead View only)	F11
Pause/Unpause	Spacebar
Select Gangster in Gangster Windows 1- 8	Keyboard Keys 1- 8
Scroll Map	Numeric Keypad Keys 1 – 9 (Except 5)
Street/Overhead/Schematic Views	Numeric Keypad + Plus / - Minus
Building Removal (Cycle through 3 levels)	F9
Remove all buildings	F10
Minimize Window	ALT + Tab
Save/Load Menu Options	ESC
Exit to Windows	ALT + F4

GAME SCREEN INTERFACE CONTROLS

Minimise Interface (3 levels)	Click LMB on Minimise Activity (top right)
Toggle Gangster Activity/Nickname	Click RMB on Minimise Activity (top right)
Change Map Zoom Level	LMB (Map View Buttons)
Set Aggression Level (3 levels)	LMB (Thermometer/Gun)
Selected Character(s) Return to Base	LMB (Office Icon)
Scroll back to Base View	RMB (Office Icon)
Selected Character(s) Return to Car	LMB (Car Icon)
Scroll Display to Character's Car	RMB (Car Icon)
Show Newspaper	LMB (Newspaper Icon)
Show Advisor	LMB (Advisor Icon)

THE PLAYING AREA

We've looked at the in-game interface, now let's examine the actual playing area of the game. This is where you can see the towns or cities in the State of Temperance, the buildings, the businesses, the citizens and the individual gangsters, police etc all going about their business.

CITY VIEWS

There are three views in the game that give important playing information. You can cycle through these views by clicking on the Map View buttons in the top panel, by using the numeric keypad + plus / - minus keys, or by use of a mouse wheel (if you have one).

SCROLLING THE MAPS

Scroll the maps by holding down the right mouse button and moving the mouse, or by pressing numeric keypad 1 – 9 (except 5).

STREET VIEW

Gangsters 2 will begin in the isometric Street View. All people and buildings, vehicles and city events are clearly visible from here.

MARKERS

All gangsters, their 'muscle' and vehicles are shown marked with broken squares in their individual gang colours:

- Green is the colour of Bane's gang.
- All other gangs are shown in their own colours.
- Police are shown with dark Blue markers.
- FBI are shown with Black markers.
- White markers show unassigned gangster/ 'muscle' (they can be recruited).
- Red markers show a 'target' gangster – for example, one that will have to be attacked to achieve an objective.

Any selected gangster/'muscle' group has a flashing (broken/complete) coloured square marker.

KEY BUILDINGS

Buildings that play a major role in your objectives are shown with large gang colour coded arrows indicating their main entrance/exit.

BUILDING REMOVAL

As characters move around the city in the Street view they should be hidden from view behind other buildings, but to help you keep track of them buildings will 'be removed' from view at various levels (total, gradual or transparent). You can alter this process by pressing key F9 to cycle through the modes in-game.

OVERHEAD VIEW

In Overhead view, the city is seen from above with features such as trees, buildings and vehicles shown, plus any map overlays that you have set in the Advisor Window. Individual rival gangsters with their 'muscle', who may be key to your game objectives, are shown as 'target markers' if they are in your territory or you have a gangster in their territory (see Spotting below).

SPOTTING

The Overhead view is very important because it can allow you to spot enemies or rivals in certain circumstances. When you first begin the game you will not see enemies marked in Overhead view but when you eventually 'own' a territory you will be able to 'see' all gangsters/targets or objectives in that territory. Similarly if you send a gang member or a spy into a rival territory you will be able to spot enemy activity. A spy (a gangster with a spying skill) is usually sent into a territory briefly and will feedback information from investigated sites for a limited period (depending on his/her skill rating) – sites that have been spied on are shown in the Overhead maps by a magnifying glass.

SCHEMATIC VIEW

This shows the lowest level of detail but is useful when you want to see the overall layout of the larger cities clearly. This view also shows 'target markers' (as above) and the map overlays set in the Advisor Window.

THE TOWNS AND CITIES

The towns/cities in the State of Temperance are where you carry out your activities and will vary in size (the largest being the State Capitol - New Temperance). Most cities have public transport systems; however gangsters do not travel on these; they need to inspire respect and will need a vehicle get around the city quickly (or walk around the territory showing their face).

Cities are made up of commercial, industrial, residential and municipal buildings. Mixed in with these are the illegal businesses where the serious mob money is made. All legal businesses have territory associated with them, claiming and operating a site increases your gang territory and gives access to other resources such as Gunsmiths, Auto Dealers and Recruitment Sites.

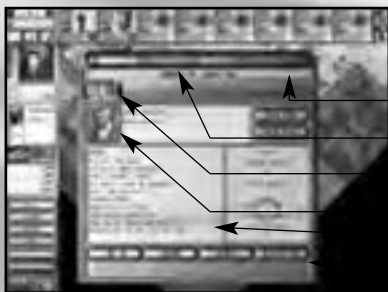
A diverse range of people live in the towns/cities and by far the largest number are the ordinary citizens and business owners that innocently go about their business. But there are also other important residents such as priests, the governor, the mayor, judges and the DA.

THE BUILDINGS

BUILDING WINDOWS

You cannot see inside the buildings in the game but every building in every town/city in the State has its own window that can be opened to show you its details.

Open the window by hovering the mouse pointer over a building, hold down SHIFT and left-click the mouse.



Here you'll see details about the building and its manager, and have various appropriate buttons for issuing any orders that may be performed at the building (or against it by selected gangsters).

Illegal Business

Legal Business

Panel Tab

Character Details

Information Panel

Site Options Buttons

SITE BAR

The site bar shows the site type and its location. If the building is a 'front' for an illegal business, the site bar will be split in two; clicking on the left portion gives you access to the Building Window for the legal business, clicking on the right portion will open the window for the illegal business.

PANEL TABS

These let you see details of the different types of people, resources and information available at that building. Most will have just one panel, that of the site manager. Other buildings may have more panels for details such as weapons and vehicles.

CHARACTER DETAILS

For most buildings, this will be for the building manager or business specialist.

INFORMATION PANEL

The information panel displays all the relevant information about a selected Panel Tab. If a Panel Tab allows activities such as recruitment of 'muscle' or the purchase of weapons/vehicles, this is also shown here.

Some information shown here can be expanded upon or changed. To do this, click on the knurled button at the end of the text. This will show additional information in the right hand panel.

SITE OPTIONS BUTTONS

The lower section of a Building Window shows the option buttons for that building. These are orders that can be given to gangsters selected in the Gangster Windows at the top of the screen.

If the building is yours, you might see option buttons such as 'Close Site', 'Set Up Illegal', or tell a currently selected gangster to 'Go To' the site. If the site is 'neutral' and available for purchase, the options button will include 'Buy Site'.

Enemy buildings will display options such as 'Attack' the site or 'Kill' the manager, or to 'Bomb' the site (if you've selected a gangster with Explosives Skills).

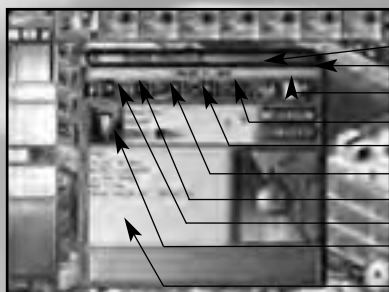
Click on a button to give the order to the selected gangster. You can cancel the order by clicking on the button again or by selecting another order; the order will not be carried out until you close the Building Window (click on the X top right).

THE OFFICE



The office is the most important of your illegal businesses. It is the site that houses your business specialists and is a good place for your gang to recover after combat. The office is very rarely attacked or raided.

THE OFFICE BUILDING WINDOW



Site Bar

Finances Tab

Vehicles Tab

Weapons Tab

Business Tab

Business Specialist Tab

Gangsters Tab

Gang Leader Tab

Character Details

Information Panels

This shows you details about the site and your gang (much like the standard Building Window above).

PANEL TABS

Gang Leader Tab

The site shows the condition of the office, where Joey Bane is and a summary of the total cash available to you.

Gangster Tab

This displays details about your gang leader and gangsters. It also shows how much each character is paid (per hour), along with their portrait and skills summary. To look at specific details left-click on the end section of a gangster's name bar. Note that if you see a pair of handcuffs to the right of the portrait panel that gangster is wanted by the police and will be arrested if encountered.

Business Specialists Tab

This shows a list of your business specialists, how much they are paid (per hour), plus a portrait and skills summary. Left-click on the end of a name bar to view specific details.

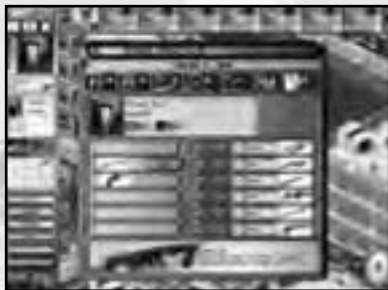
If you want to send a business specialist to his appropriate business building (for example an illegal whiskey still), select the character then click on the Relocate button. A list of sites will appear in the right panel. Click on the one you want.

Businesses Tab

The businesses tab shows a list of your legal/illegal businesses. To select a business, click on it in the left panel. Details of the site including profit, guards and who is managing the site, are shown on the right.

To open the Building Window for a selected site, click on the button in the right hand panel.

Weapons Tab



Here you can see the weapons of selected gangsters and their 'muscle' (as shown in the Side Panel), and buy weapons from, and sell weapons to, the business contact. Gangsters can only be allocated weapons if they are in the office (or hideaway) and are selected in the Gangsters Window.

Use the Buy/Sell buttons to allocate or remove weapons from the selected gangster (and his 'muscle').

Vehicles Tab

This tab lets you view all your vehicles, allocate them to gangsters, and buy vehicles from and sell vehicles to the business contact. Gangsters can only be given vehicles if they are in the office (or hideaway) and are selected in the Gangster Windows.

Use the Buy/Sell buttons to assign or remove vehicles from the selected gangster.

Finances Tab

This shows all your financial details in summary with further details of Income/ Expenditure on separate panels. To view any of the details, click on the appropriate button at the bottom of the Office Window.

THE HIDEAWAY

After the office, the hideaway is the most important of your illegal businesses. It's very like the office but can also serve as a good place to keep kidnap victims.

THE HIDEAWAY BUILDING WINDOW

Essentially this is the same as the Office Building Window (see above) but with the addition of a Kidnapped Panel Tab.

KIDNAPPED TAB

This lists the people that you have kidnapped and are holding at the hideaway. To kill a kidnapped character, click on the character then click on the 'Kill' order button. To move someone, click on the character then click on the 'Move' order. Note that a gangster with the kidnapping Skill rating must be selected for this order to be carried out.

GIVING ORDERS

One of the first things you'll have to learn in the game is how to give orders to Joey and his gang members. It's how you handle the day-to-day situations that'll make or break you. Orders can be given in the Map View, in the Game Interface, or in Building Windows.

There are many orders and actions available for you to issue to your gang members. The orders are all 'sensitive' to the abilities of the individual gangsters; an order will only be available if the selected characters can perform it. There are two types of order: standard and specialist.

All gangsters can perform standard orders such as Move, Kill, Guard, Patrol and Flee.

Specialist orders are only for gangsters with the right skill, for example, only a Charmer can influence people, only a Safe Cracker or Bank Robber can steal money and documents from a safe.

BUILDING WINDOWS ORDERS

As mentioned above an opened Building Window may show relevant order buttons. For example, if you open any ordinary Building Window (SHIFT + LMB) you may see the order 'Go To' at the bottom. To get a gangster to carry out this order simply select him, click on the button then close the window (nothing will happen until you close the window). The gangster will go to the building.

ACTIVE POINTERS

Gangsters 2 also features a more direct way of giving orders via Active Pointers.

These are 'intelligent' pointers that give you a number of order options when a gangster is selected in the Street View game interface.



car

Some of the actions are default orders. For example, if you have a gangster selected and hover the pointer over his car, the enter car icon will appear - all you have to do is left click the mouse and he will receive the order and carry it out.



assassinate

Activities associated with special skills require you to select the appropriate order from the interface. For example, if you have a hitman and click on the "assassinate" button, the pointer will change to the assassinate pointer. Moving the pointer over an enemy gang member will change the background of the pointer to green, showing that the order can be given. A red background in the pointer shows that a character is not a valid target.

PATROL WAYPOINTS AND BOOBY-TRAPS



waypoint

Patrols and bomb orders can be changed using the SHIFT key.

Selecting the patrol order and holding down the SHIFT key changes the active pointer to the patrol waypoint pointer. Clicking on different pavement or road positions defines a route for the selected gangsters, which they patrol until you give them another order.



booby-trap

Holding down the SHIFT key changes the bomb order to booby-trap. To booby-trap a vacant enemy vehicle, click on the bomb order then click on the vehicle with the SHIFT key held down. Once you have placed the trap, the default pointer for the vehicle changes to detonate. Clicking on the vehicle detonates the trap, killing all the occupants of the vehicle. Note: Booby-traps have a limited life span, and the bomber must be able to see the vehicle to detonate the bomb.



detonate

IGNORING AGGRESSION SETTINGS

You can force a character to ignore their aggression settings with the TAB key. If you give an order with the TAB key held down, the gangsters attempt to perform the action without consideration for large numbers of opponents or people actually trying to shoot them.

Here's a list of all the Active Pointers in the game:



Assassinate



Attack



Booby Trap



Bomb



Detonate



Distract



Drive-By (Kill)



Drive To



Park



Exit Vehicle



Go To



Guard



Enter Building



Kidnap



Dump Victim



Release Victim



Kill



Patrol



Waypoint Patrol



Recruit



Rob



Spy



Steal Vehicle



Tail



Claim Site

SETTING UP AND MANAGING YOUR EMPIRE

So how do you begin to build up your power base to rival the strongest gangsters in Temperance State and carry out the vendetta you swore on your father's grave?

In order to build up your power it all comes down to six elements:

- Amassing lots of Money
- Running illegal and legal Businesses profitably
- Influencing officials and dignitaries
- Countering the forces of Law and Order
- Building up a strong 'Family'
- Creating the most powerful Gang and fighting off all rivals

If you get all these right then there's no stopping you!

GETTING THE MONEY

Money is supremely important in the game. If you run out of money, then that's the end for you! Your cash is shown in the money counter at the top left of the main game interface screen and income/expenditure adjustments are made every game hour.

INCOME

As a gang leader, your only reliable source of income comes from your businesses, both legal and illegal. You can get also get cash injections by selling businesses, weapons, vehicles or when you steal from rivals.

PAYMENTS

Gang wages are the biggest regular drain on your cash; everyone gets paid by the hour. Similarly, bribes to influence officials are an hourly expense and you will also be paying out for businesses that produce no income by themselves. Damaged sites and sites that produce beer and liquor all occupy land that must be paid for (nothing's for free in this game!).

There are a number of activities that require a one-off payment. Buying businesses, weapons, vehicles, hiring a hitman, or repairing a site all need cash (no one does anything on credit in this world!).

Note that beer and liquor shipments can be either a regular expense or an income, depending on whether you are importing or exporting the booze.

RUNNING OUT OF MONEY

It's important to make sure that you never run out of money. As soon as you begin to run out, your Advisor will warn you that you are going broke. Ignore this at your peril! If you can no longer pay your gang members, they will begin to desert, and you will be left with just your 'family'. The game ends if you become bankrupt.

LAUNDERING MONEY

At the end of each episode, your advisor deposits the money you amass into a safe account and allocates appropriate funds for the next episode. The money amassed at the end of the game is displayed in the Hall of Fame.

THERE'S NO BUSINESS LIKE MOB BUSINESS

Every town or city in the State has a number of commercial, industrial and residential businesses. Businesses are there to make money and the larger the business, the more money it will make. In Gangsters 2 there are two types of business: legal and illegal. The legal businesses are regular places (like a bakery or a candy store), while illegal businesses will be hidden behind a legal business 'front'.

LEGAL BUSINESSES

It's vital to maintain legal businesses if you want to control their associated gang territory and to give you access to any illegal business they may conceal. You can check the details of any business by opening the site's Building Window. This will show who owns the site and whose territory it's in.

CLAIMING SITES

Once you are strong enough to expand into enemy territory, you will be able to acquire enemy owned businesses using the 'Claim' order (Joey cannot begin to claim enemy sites in the campaign until Episode 3).

To acquire a legal business from an opposing Gang, you need to select one (or more) of your gangsters, open the Building Window for the site (SHIFT + LMB) and give an Attack order against the business. An attack will damage the site, and remove the Building Manager. Or you can simply kill the Building Manager and this will not damage the site. Once the site is empty, you can 'Claim' it (using the button in the site's Building Window) and take it over at no cost.

But be careful! Owning damaged or closed down sites is not good business practice. It will drain your cash, and you won't benefit from the associated territory. If you want to keep the businesses, damaged Sites must be repaired as soon as possible.

REPAIRING DAMAGED BUSINESSES

Whenever a building is damaged, it is first of all boarded up and the building work is then carried out (you can watch this in Street View). You cannot repair businesses that do not belong to you; they'll be repaired by their owners /managers over a short period of time.

If one of your buildings gets damaged, repair it using the buttons that appear in its Building Window. Opening the window will show the 'Repair Site' button; clicking on this shows how much the site will cost to repair, and ask for confirmation before repairs begin. Buildings take an amount of time to repair, the actual time depending on the level of damage.

KEY SITES

There are many types of legal business in the game, but the key sites are those that you can Buy or Claim and those that support illegal businesses (for that's the way you'll make real money). All key sites have territory associated with them.

RECRUITMENT SITES



Recruitment Sites are those marked with the 'handshake' icon on the Overhead/Schematic views (with the advisor Status overlay button 'on'). You cannot own these but you can control them if they fall within your territory. These sites will supply the 'muscle' to protect your gangsters and buildings.

Recruitment Sites are found in the docks, the labour exchange, gyms and pool halls. They tend to have a limited number of 'muscle', and will not function if they are damaged in an attack.

GUNSMITHS

If you've got Gunsmiths within your territory, you'll be able to buy weapons such as pistols, shotguns and rifles. Note that silenced pistols, twin packs, Tommy guns and explosives can only be purchased from a business contact (see below).

BUYING WEAPONS

To buy weapons send a gangster to the gunsmith and open the Gunsmith Window. This shows weapon types and quantities, plus what the gangster is carrying. To buy a weapon, click on the arrow to the left of the weapon. Money will be automatically removed from your cash total. Note that the gunsmith must be in your territory for you to buy weapons.

AUTO DEALERS

In the same way as Gunsmiths, Auto Dealers can sell you vehicles if they fall within your territory. Auto dealers sell trucks, sedans and roadsters but do not supply bulletproof cars; these can only be bought from a business contact (see below). Buying is carried out in the same way as at the Gunsmiths.

BUSINESS CONTACTS

Business contacts are middle-men who will supply you with vehicles and weapons not normally available from Auto Dealers and Gunsmiths.

ILLEGAL BUSINESSES

Illegal businesses are what make the serious money for gang leaders. They are always based behind a legal business 'front', but must be operated by a business specialist.

SETTING UP AN ILLEGAL BUSINESS

To set up an illegal business, you need to own a legal business 'front' that can support an illegal business. You can find this out by opening the business's Building Window and checking in the details panel to see what it can support. If you have already recruited a business specialist for that type of concern, click on the 'Set Up Illegal' order at the bottom of the window.

THE BUSINESS SPECIALIST

Business specialists are the people that run your illegal businesses. Generally the higher their skill rating the more they will cost you but the more beer, liquor or money the site they manage will generate. It's important that you maintain and develop a wide range of high rated business specialists as part of your 'family' (see the section on 'family' below). Each business specialist has at least one of the following skills:



Brewer



Card Sharp



Casino Manager



Craps Croupier



Distiller



Gambling Den Manager



Loan Shark



Numbers Racketeer



Pimp



Plate Engraver



Prizefight Racketeer



Protection Racketeer



Speakeasy Manager

You can increase the skill ratings of your business specialist by distributing Experience Points earned when you successfully complete an Episode.

BEER AND LIQUOR SUPPLIES

A lot of the illegal businesses that make money require beer and liquor deliveries to make them fully profitable. The beer and liquor is distributed automatically from the city's clandestine stills and breweries. Each illegal business needs at least one delivery of beer and liquor to operate at maximum profit.

Depriving a business of either beer or liquor will sharply decrease its income: 25% for most sites, 50% in the case of a speakeasy. Complete loss of supply hits sites very hard - a speakeasy makes no money whatsoever, and other sites will take a 50% cut in income. The Overhead Maps display which businesses fail to receive deliveries.

If you find that a site has not received a shipment, you can try stealing an enemy truck and parking it outside your business. The truck will be unloaded your business will continue to make money.

Note: Although you can steal enemy deliveries and use them for your own purposes, you cannot take trucks from your own sites.

STILLS AND BREWERIES

Liquor is produced by a Distiller using a 'moonshine' still; beer is produced by a Brewer in a brewery. In order to produce the booze, a site must be undamaged and managed by a business specialist. Delivery trucks run from the site every morning and evening to all places that the still or brewery currently supports. If these fail to reach their destination, that illegal business will be without their booze (and lose money).

Breweries and Stills have the ability to distribute surplus beer and liquor locally. This surreptitious activity provides a small income and helps offset the running costs of the site itself. The higher the skill rating of the brewer or distiller, the more surplus they can distribute, and the greater the income of the brewery or still.

IMPORTS AND EXPORTS

Sometimes you may be able to export or import beer or liquor to and from other towns/cities. For example, when a gang leader from outside the State wants beer or liquor in return for money or protection, or is offering to supply your otherwise 'dry' businesses.

THE FBI AND ENEMY ACTIVITY

Your illegal businesses will always be at risk of attack from the FBI and rival gangs. The FBI will attempt to discover the whereabouts of your illegal sites and will raid and close down the sites whenever they can. In addition, enemy gangs may attack the sites to deprive you of income. Your illegal businesses are very delicate operations and are usually completely destroyed when attacked.

Raids can be triggered by the FBI discovering the site, or by characters informing them of its location. Raids usually follow an investigation by an FBI special agent; if one of these characters is noticed around one of your illegal sites look at this as ample warning of a possible raid. The raid itself will follow soon after. The FBI and police will drive to the business, arrest the manager and shut the site down. The manager will be taken to the nearest police building.

Raids are at best inconvenient, at worst crippling for your finances. If you are influencing the police in the area, you can have the site set up again in a short time with the same manager. At worst, the raid can lead to the ruin of your liquor /beer 'cycle', a severe drop in income and the possibility of someone squealing when in custody.

BUSINESS 'EXTRAS'

Some businesses have minor character (or 'extras') associated with them: the brothel, the loan shark, the numbers racket and the protection racket. These extras do their job in the vicinity of the illegal business, meeting clients, collecting money etc. You don't pay them anything, but it's important they survive; if they're killed, you'll lose the money they help to generate. They do not have to be recruited, but come along with the business.

TYPES OF ILLEGAL BUSINESS

There are many types of illegal business but these can be grouped into four categories:

OFFICE / HIDEAWAY

The two most important illegal sites (see above)

BOOZE PRODUCTION SITES

These are the brewery and the moonshine stills that produce the beer and liquor for your consumer sites.

BOOZE CONSUMER SITES

Consumer sites are those that require beer and liquor to boost their income. The brothel, card game, casino, dice game, gambling den and the prizefight ring all require beer and liquor for at least half their income, while the speakeasy relies completely on beer and liquor.

STAND ALONE BUSINESSES

These are businesses that require a business specialist but do not need beer and liquor to make money such as the counterfeit press, the loan shark, numbers and protection rackets.

UNDER THE INFLUENCE

Influence is the means by which gangsters can control key figures in the city. The effects of influencing a character can vary from one person to the next; some officials may just look the other way – others may actively collaborate with you (fight your battles etc).

PERSUASION AND BRIBERY

There are two types of influence: persuasion and bribery. A character is persuaded if he/she agrees to favour you without any money changing hands. Bribery, on the other hand is more straightforward, requiring hourly payments to the corrupt official; a form of influence that can be a severe drain on your funds.



To influence someone in the game, you'll need to acquire a gangster with a high skill rating in Charm .

- Select the character you want to influence.
- Open their Building Window (e.g. the Courthouse, City Hall, Police HQ)
- Select a character tab - if there is more than one (e.g. in the Courthouse there's a Judge or a DA)
- Examine the button(s) available at the bottom of the window. You will see either Bribe or Persuade – this depends on the individual character.



- Click on one of the buttons and close the Building Window.

Your selected gangster will go to the building and try to influence the character.

Remember that influence, although very powerful, can fail you at the most unpredictable times. Influenced characters will become more corrupt the more that they do for you, and this may lead to an FBI investigation. Also, remember that influenced characters are not immune to rival mob hits!

IMPORTANT PEOPLE TO INFLUENCE

THE GOVERNOR

The governor lives and works in the governor's residence in New Temperance – the State Capitol. He's a very powerful character, the gang that controls and influences him can instantly apply pressure on all the other key players in the State.

THE MAYOR

The mayor works in city hall. Every town/city in Temperance has a mayor who is one of its more powerful characters.

THE JUDGE AND DISTRICT ATTORNEY

The judge and the DA both work in the courthouse. Their task is to prosecute and convict arrested gang members and to sentence them to terms in prison. Both live away from their place of work, making the courthouse the best place to get to them, (although sometimes a strong police presence makes this difficult). Influencing either the judge or the DA will allow you to get charges dropped against your gang member(s) for minor crimes. Influencing both will enable you to literally get away with murder!

THE POLICE CHIEF

The police chief works in police headquarters and is the most powerful police officer in a city. The police chief is a very important person to influence; he not only allows your gang to operate with impunity in his district, but he can also supply tips about forthcoming FBI raids.

THE POLICE LIEUTENANT

Police lieutenants work in the police precincts found in all city districts (except the district containing the police headquarters). Control of a police lieutenant means your gang can function without interference from police officers, some police may even help in combat against rival gangs.

THE ARMY COLONEL

The army colonel is head of the armed forces in any city. He very rarely leaves his barracks, so is very difficult to get to if he's in opposition to your gang. Influencing him will give you access to a strong force that will back your gang in shoot-outs against rivals.

PRISON GOVERNOR

The prison governor is the man responsible for all prison activities and is very helpful if you want prisoners released.

THE FBI

FBI operatives are incorruptible!

LAW AND ORDER

THE POLICE

You'll see a lot of the police in this game but they'll be more interested in one-off crimes (such as robberies and murder) as well as dealing with curfew breakers and arresting notorious gangsters. The police prefer to leave all illegal business issues to be dealt by the FBI. The police have three levels of policing to help them keep order: Normal, Emergency and Curfew. Emergency policing results in an increase in police numbers around the city. Curfews are altogether more serious; the police and other law enforcers will arrest or attack any gang members seen at night.

POLICE HEADQUARTERS



Each city has only one police headquarters; all other districts have police precincts. The HQ building is the place of work for the police chief and the officers under his command. This is also where arrested prisoners are held before their trial at the courthouse. The police headquarters is also home to the police detectives who investigate crimes that have been committed. Remember, you may get away with a crime when committing it, but you might not get away with the crime if the investigation is successful!

THE POLICE CHIEF

He works at police headquarters and is responsible for the district of the city that contains the HQ building. The most powerful police officer in a city, he oversees officer allocation, and can reduce the numbers available to the police lieutenants in other districts. Within his own district he oversees calls for back-up, arrests and enforces curfews and 'shoot to kill' policies.

POLICE LIEUTENANTS

Police lieutenants work in the police precincts found in all city districts (except the district containing the police headquarters). Each lieutenant is responsible for their district; responding to calls for back-up, deciding who is to be arrested and also deciding whether to enforce curfews and 'shoot to kill' policies.

POLICE DETECTIVES

Police detectives operate from the police headquarters. They investigate crimes and attempt to bring them to a successful prosecution at the courthouse.

POLICE OFFICERS

The police officers are the ones who try to enforce the decisions of their senior officers. They guard and patrol key sites, and keep watch for wanted criminals. Officers are always used for back-up; or sent to pick up arrested gang members or to assist officers in shootouts. They are also the combatants who are used to attack gang members when 'shoot to kill' policies are in force, and to arrest curfew breakers. Police officers also arrest 'most wanted' gang members and generally harass gangs (unless their senior officer is being influenced).

POLICE INVESTIGATIONS

Investigations begin after events such as a murder, bombings and robberies. In a police investigation, the police chief assigns a detective to look at the case; the detective will visit the crime scene (you can watch him do this in the Street View) and will issue a warrant for the arrest of gang members (if the investigation is successful). Note that if a gang leader is influencing a senior police officer for a district, no crimes committed by members of that gang will ever be solved.

ARRESTING CRIMINALS

The police will attempt to arrest gang members following a successful investigation, or if they are seen to commit a minor crime. Gang members shooting in the streets will be attacked on sight. The police will also attempt to arrest curfew breakers and anyone on the FBI's 'Most Wanted' list (in the Newspaper screen).

When making an arrest, the police will approach the gang member and draw their weapons. The gang member can still move freely, but any attempt to move will be seen as an escape attempt, and the police will open fire. The arrested gang member will be taken to that district's police building. If the senior police officer for a district is under the influence of a gang leader, the police will never arrest members of his gang.

AT THE POLICE BUILDING

Gang members arrested by the police or the FBI are always taken to the police building for that particular district. Gang members are held overnight to appear in court the following day. If gang members are released they lose any weapons they are carrying (except for the pistols that they are always licensed to carry). If the senior police officer for a district is under the influence of a gang leader, members from that gang brought in by the FBI will be automatically released.

THE COURTHOUSE



Court cases arise when the police have decided to prosecute an arrested gang member. At the beginning of the trial prisoners are taken to the courthouse from the police building where they are tried by the judge and the DA. Influence plays a very important part in deciding the outcome of any trial, if you are influencing the judge or the DA your gang member will be set free for minor crimes. Influencing both the judge and the DA will allow you to literally 'get away with murder'. After the trial, the prisoner will be found guilty or not guilty. Those found guilty will be transferred to the prison while those found not guilty will be released back on to the streets.

THE PRISON



This is where the prison governor and prison guards work and where sentenced prisoners are held. A bleak building and a very prominent landmark, the prison is usually located away from residential areas.

PRISON GOVERNOR

The prison governor is the man responsible for the prison and the guards; he has the power to release any prisoner, and is sometimes willing to do so in return for a substantial bribe.

PRISON GUARDS

The prison guards are the people that guard and patrol the prison, and are always the ones caught up in a fight when a breakout attempt occurs. Not the most effective fighters in combat, they can however summon police help in emergencies.

PRISONERS

There are a number of ways to free a prisoner:

A BREAK OUT

The Break Out order instructs selected gangsters to attempt to shoot their way into prison to release all captives.

AMBUSH THE POLICE CONVOY

If a prisoner is being taken to the courthouse, successfully destroying the police wagon will release the prisoners on board.

INFLUENCE THE JUDGE AND DA

If you influence the judge and DA all your gang members brought to trial will be found not guilty and released.

INFLUENCE THE PRISON GOVERNOR

If the gang member is already in prison, influencing the prison governor will allow you to buy his freedom during the Episode. Also, provided that you have enough money, you will have the opportunity to buy a prisoner's freedom at the end of an Episode. If you do not have the money, the gang member will be of no use to you.

SILENCING A PRISONER

Some prisoners will 'squeal' if they are sent to prison; warnings about characters appear when they are arrested and held in the police headquarters or precinct. If these characters talk they can implicate a gang leader, leading to the gang leader's arrest and possible imprisonment. The following are orders that can be issued to ensure that the prisoner never 'squeals':

Silence

This instructs a selected gangster to attempt to kill the prisoner. This is almost always successful, but will lead to the killer being wanted for murder.

Buy Silence

Issues a bribe to the prisoner to accept his punishment. This always works, but is very costly.

THE FBI

All FBI agents are based at FBI HQ. The FBI are incorruptible and their primary task is to bust the illegal businesses in the city and to monitor corruption. The FBI will replace any official or dignitary if corruption levels become excessive. If the FBI detects an illegal business, agents will raid it and arrest the manager.

FBI HEADQUARTERS



This is the FBI base, the home for all FBI agents and special agents, and also the place of work for the FBI district commissioner. From here, all FBI patrols, raids and investigations are originated. The FBI cannot be influenced, so it's wise to avoid combat around their building (unless absolutely necessary).

THE DISTRICT COMMISSIONER

The main FBI official in any city, the district commissioner is the one charged with monitoring corruption in the city. The more corrupt a character becomes, the greater the chance that the district commissioner will order an investigation into that character's activities.

SPECIAL AGENTS

Special agents investigate illegal businesses, lead raids against them, and are also responsible for the investigation of corruption.

AGENTS

The FBI agents are the guards and patrol officers for the FBI, also adding to 'the numbers' in raids against illegal business. Agents on patrol or on guard also report curfew breakers to the police.

ATTACHED POLICE

FBI attached police are used to provide extra firepower during raids by agents.

THE ARMY

The army does not have barracks in every city in Temperance, but can provide strong reinforcements for police when they are close. Combat against the army should be avoided (unless really necessary). Unlike the police and FBI, the army never arrests people, preferring to opt for combat.

ARMY BARRACKS



The army barracks is the army's base, a very prominent landmark it's usually located outside the city limits. It's home for the colonel and his powerful contingent of combat troops. Avoid firefights around the barracks unless you are influencing the colonel.

THE COLONEL

The colonel is the head of the armed forces. He very rarely leaves the barracks, and can consequently be very difficult to get to if he's against your gang. As the head of the army, the colonel is a very powerful person to influence: he will supply you with effective fighters backing your gang in combat against rivals.

SOLDIERS

The soldiers patrol and guard the strategically important sites around a city. They are powerful fighters, so combat with them should be avoided, especially if they have an armoured car. Soldiers are also used during curfews, attacking any gang members on sight, (except those belonging to a gang that is influencing the colonel).

THE CHURCH



Normally keeping out of issues involving crime, priests will occasionally be very outspoken, voicing their concerns about gang violence and condemning organised crime. However, this should not be taken to mean that they are beyond corruption, the more outspoken the priest the more likely he is to be involved with the gangs. Some cities have priests that are on the mob payroll, others contain priests that may look to you to remove the established mobsters and their corrupt dealings. Priests can be found in the churches during normal daylight hours, and at their homes at night.

THE FAMILY

Joey Bane will accumulate a 'family' as he rises through the organised crime ranks. His family will stay with him throughout his vendetta, accompanying him across the State. These are his most loyal followers, who will work for nothing if money is tight.

Each Episode allows you to take members of the 'family' with you into the next town or city: these people form the backbone of your gang and are the most important characters to use and protect.

Bane's 'Family' is made up of eight gangsters and eight Business Specialists, who can be recruited and removed from the 'family tree'.

FAMILY TREE

The family Tree screen allows you to move key people in and out of your family, and to select which people to take into each town you visit, as you progress across the State. The screen also allows you to distribute the Experience Points you have gained from your successes to family members, improving their skills and increasing their value to you over time.



The family tree can hold up to eight gangsters and eight business specialists. Select each group available from a panel (selected by clicking on a tab at the top of the screen). Each character is displayed with name and portrait. To check their skills, click on the portrait.

Experience Points

Recruit

RECRUITING AND DISMISSING FAMILY MEMBERS

Every time you complete an Episode of the game, your surviving family members are moved back into the family tree. All surviving gangsters and business specialists recruited during the Episode are shown in the Recruit section of the family tree. If you want to keep one of the characters (and have room), click on the Recruit button. To remove a character, select the portrait and click on Sack.

DISTRIBUTING EXPERIENCE POINTS

The top of the family tree shows the number of Experience Points you've earned in the completed Episode. To allocate Experience Points select a character, all skills that can be improved are marked with an arrow on the right. Clicking on the arrow will allocate an Experience Point to the skill, increasing the skill rating of the character in the selected ability. An arrow will also appear to the left of the skill; this allows you to remove the Experience Point (if you change your mind).

Note: Some skills are linked; combat and assassination are always the same, as are stealth and spying. Increasing the rating of any of these skills will also increase the rating of the associated skill. The increase in both skills costs 2 Experience Points.

TAKING FAMILY MEMBERS INTO EPISODES

From the second Episode, you will be shown the family tree to select the people that you want to enter a new town/city with Joey Bane. The bottom of the screen tells you how many characters to select; each character is selected by left clicking on them. Right click on a character's face if you want to just view their details. Characters recommended for the episode are highlighted with a marker in the bottom corner. Once you have selected enough family members, click on the 'OK' button to begin the game.

THE GANGS

TERRITORY

Every town and city contains territory. This is what being a gang leader is all about: how much area is yours, where you are safe, and which boundaries your opponents dare not cross.

CLAIMING AND VIEWING TERRITORY

Your territory is increased every time you buy or claim a business; the territory associated with the site becomes yours, although the site must also be functioning for the area to be displayed and any effects to take place. Check the Overhead view in the game interface to see the territory associated with any specific business. When you 'Claim' territory and have the business running, click the Territory button in the Advisor Window and it will show the business with a green (the Bane gang colour) transparency surrounding it

SECURITY

The greater the territory you control, the more chance you have to spot and intercept intruders. Businesses in your territory can also be allocated guards and patrols through their Building Windows, giving them greater protection. If you can also influence the police within your territory, you can act freely against rivals in that area.

RESOURCES

The more territory that you have, the better access you'll have to sites that provide weapons, vehicles and 'muscle'. But remember, it's important you protect these sites from your rivals.

GANG LEADERS

Controlled in the Gangster Windows, gang leaders range from the local mobsters and lieutenants responsible for the smaller towns, districts and business operations to the mob supremos in control of the whole State.

To undermine a gang leader, you must make the people more afraid of Bane, satisfy the greed of corrupt officials, and be more selective, precise and ruthless in killing members of rival gang. Take out the gang leader, and the gang is unlikely to survive, more often fragmenting into groups run by the former mobster's gang members.

Gang leaders are very tough cookies and can be very difficult to kill, but they are also the most valuable members of the gang. They do not draw pay, but instead have access to all the funds available to the gang.

GANGSTERS

Gangsters are controlled using the Gangster Windows at the top of the main game interface. They are the most versatile and important part of any gang, doing all the dirty work such as guarding sites, fighting, and hunting down other gangsters. Some gangsters have additional skills, such as using explosives and influencing people; these skills should be highly valued, developed and kept as part of the family. All gangsters need to be paid; in general, the more skills they have, the more money they cost.

THE BUSINESS SPECIALISTS

Business specialists are the people that run your illegal businesses. Generally the higher their skill rating the more they will cost you but the more beer, liquor or money the site they manage will generate. It's important that you maintain and develop a wide range of high rated business specialists as part of your family. Each business specialist has at least one special skill (see above).

MUSCLE

'Muscle' are the 'grunts' that provide extra firepower and protection for your gang leader and gangsters in combat, and they can act as guards to patrol around your businesses. They are not expensive but are also less effective in combat. 'Muscle' can be recruited from Recruitment Sites that are in your territory and operational. 'Muscle' to accompany gangsters are recruited in the main game interface; guards and patrols for the individual buildings are recruited in their Building Windows.

HITMEN

Hitmen are gangsters with exceptional skills in assassination or handling explosives, but they are not employed by you; merely hired to 'whack' a target. Hitmen are hired in the Newspaper screen Recruiting section. Their cost reflects the difficulty of the 'hit', and they are always paid in advance. If you hear rumours of a hitman being sent against you, try to put as many gangsters and guards as possible between you and the killer to increase your chances of your survival!

RECRUITING YOUR GANG

GANGSTERS AND BUSINESS SPECIALISTS

THE NEWSPAPER

Gangsters and business specialists can be recruited through the Newspaper screen. Click on the gangster or specialist button to show a list of those available for hire. Each character has a skills summary and a cost per hour. Click on the button to hire. All Characters will arrive at your office instantly.

IN THE STREET



Gangsters and business specialists can also be hired directly on the streets (in Street View). If you see a stationary character with the neutral white floor marker, select one of your gangsters and place the mouse pointer over the character (it will change to the Recruit Active Pointer), now left click. Your selected gangster will go out to find him and try to recruit him. If he is recruited, he will appear at your office (with your gang colour floor marker).

On occasions, gangsters and business specialists will decide for themselves that they want to work for you, and will attach themselves directly to your gang.

'MUSCLE'

'Muscle' can be hired at Recruitment Sites (see above).

TO RECRUIT 'MUSCLE' TO ACCOMPANY YOUR GANGSTERS

- Select one of your gangsters in the top panel of the main game interface.
- Left click on an empty slot in the gangster's list of 'muscle', half way down the left side of the interface.

A number of 'muscle' will be recruited to fill the empty slots (names will appear in the slots as you click on them), and will immediately begin to draw pay. Once they have joined your gangster, they will take the weapons from his cache. Muscle cannot be controlled independently of your gangster, and can be vulnerable to attack if they have to travel long distances to reach gangsters, so consider moving the gangster near to recruitment sites before hiring the muscle.

If you have recruited every available muscle in your territory, you will see "None" displayed when you click on an empty muscle slot.

To dismiss 'muscle', left-click on the name in the same slot.

TO RECRUIT 'MUSCLE' TO PATROL OR GUARD YOUR BUSINESSES

- Select the business that is to be protected and open its Building Window.
- Click on guard or patrol details to display an indicator on the right side of the Window. This shows details of the number of 'muscle' currently employed, how many are available and how much the 'muscle' employed cost.
- To increase the number of 'muscle' click on the up arrow. To decrease the number of 'muscle', click on the down arrow. The new number and cost is displayed, and the appropriate level of 'muscle' is recruited when you next close the Building Window.

HITMEN

Hitmen are recruited through the Newspaper screen Recruiting section.

- Click on the Hitmen button to show a list of those available for hire. If the Hitmen button is grayed out, then there is no one available.
- Each hitman has a list of people that he (or she) is willing to assassinate, along with the price for each hit.
- To hire a hitman, click on the killer to hire then select the character to be killed. The cost is deducted immediately from your cash and the killer is given the job.

The hitman will now attempt to kill the 'target' and your Advisor will tell you of any updates on the 'hit'.

COMBAT

When it comes to the crunch then it's time to pull out your weapons and start spraying lead. Combat can be key to your success as a gang leader – it's a quick and violent way to resolve gang supremacy. In any firefight combat continues until one group is dead, or has managed to evade the other.

KEY COMBAT FACTORS

- Tommy guns and shotguns are far more effective than pistols.
- The greater the skill of the combatants, the more damage that they will do their opponents.
- Vehicles can absorb some damage (especially if bullet proof).
- Even light vehicles will protect their occupants (they are not destroyed by gunfire but by explosives)
- Gang leaders are by nature tougher than other game characters.

LAW ENFORCERS IN COMBAT

The police, army, prison guards and FBI will all defend themselves, and will freely enter combat when they come across it. All law enforcement officers will call for back-up from the local police building. The police, prison staff and army will always help a gang that is influencing their senior officer, unless they are defending themselves against attacks from the influencing gang itself.

AFTER COMBAT

After a successful gun battle your gang are free to continue. You can't take the opponents' weapons, but are free to take any parked vehicles left behind by the defeated gangsters (they will have gang colour floor markers but these will change to your colour). The police will try to investigate any deaths or crimes. If any of your gang members are wounded, you can send them to your office (or hideaway) to recover.

VEHICLES

You are going to need vehicles – they are the fastest way to get around the cities/State, they can carry a gangster and his team of 'muscle' and can offer a degree of protection against gunfire. Trucks will always be useful to you for shifting goods.

BUYING AND SELLING VEHICLES

You can only buy or sell vehicles from your business contact (see above) or from Auto Dealers in your territory that are open for business. Buy vehicles using the office/hideaway or Auto Dealer's Building Window (see the Business section above).

STEALING VEHICLES

No one steals from the Mob, except perhaps another mobster! Gang members never lock their vehicles, which means that a good supply of vehicles can often be stolen from rivals if you are quick enough. This is a good tactic for reducing the efficiency of an enemy gang; if they have no vehicles, the gang members on the streets will be slower and more vulnerable to attack.

TYPES OF VEHICLE



Sedan

This is the most common vehicle in Temperance State (also used by the police and FBI). The sedan has moderate speed and is reasonably priced.

Roadster

The roadster is more expensive but is better for 'hit and run' operations thanks to its higher maximum speed.

Truck

The truck is able to carry more people than any of the cars, but is very slow, and should not be used deep in enemy territory. The truck is also used for deliveries of beer and liquor, and can be captured by shooting its occupants.

Bulletproof Car

Slow but very well protected, the bulletproof car can only be bought through a business contact.

Armoured Car

Slow and powerful, this is exclusively for army use, and can be found on occasions guarding strategic sites. Armed with a machine gun, open confrontation with this vehicle should be avoided wherever possible.

Prestige

Very rare and very valuable, this car is only given as a reward. Its high speed and good protection for the occupants makes this the most powerful vehicle available to gang leaders.

WEAPONS

Make sure you possess the very best quality weapons because your gang won't get far without them. The better the weapon the more 'persuasive' it can be. Weapons are carried over between episodes.

BUYING AND SELLING WEAPONS

You can only buy or sell weapons from your business contact, or from any Gunsmith in your territory. Weapons are bought using the Building Window for the office/hideaway or Gunsmith.

WEAPON TYPES

PISTOL

The pistol does not do very much damage except at short ranges. But on the plus side all gang members are licensed to carry pistols, and you consequently never have to stock them.

SILENCED PISTOL

The silenced pistol is an assassin's weapon used to kill people close up from behind without attracting attention.

SHOTGUN

Cheap and deadly, the shotgun is good value for money. Although only effective at short range, it can pack a real punch.

TWIN PACK

The twin pack contains a pair of powerful automatic pistols that only gang members with the assassin skill can master. Used correctly, the twin pack can be more devastating than a shotgun.

RIFLE

The rifle is effective at close range for all users, but only effective at longer ranges when used by someone with the assassin skill.

'TOMMY' GUN (THOMPSON SUB-MACHINE GUN)

Expensive and powerful, the 'Tommy' gun can be used even by the most inexperienced gangster with deadly effect. The high rate of fire and spread of bullets means that the weapon is effective over both distance and arc.

EXPLOSIVES

Explosive are only used by people skilled in their use and can be used against buildings, individuals, groups, bulletproof cars and armoured cars.

MULTIPLAYER GAMES

GETTING STARTED

- Select Multiplayer Game in the Main Menu screen and you will see the Multiplayer Options screen.
- Select the type of Multiplayer game you want to play from:

TCP/IP - for 2 to 4 players across a Network

Modem - a two player game across a Modem

Serial - a two player Direct Connection game

Game Site ISPs - you can also play Gangsters 2 on the Internet through a number of game sites (shown as a number of buttons on this Menu).

NETWORK GAME - TCP/IP

- Click on the TCP/IP button and you will be asked if you want to Create or Join a game.

CREATING A GAME

- Click on Create.
- Type in a name for your Network game and click on OK

You will now enter the Host Game screen. This allows you to set up the game you will be hosting.

GAME SET UP

- Type in the Name you want to play under in the Player Details box and press Enter (it will appear in the Player's Panel).
- Select a Gang Colour (as Host you can choose any colour) and it will appear next to your name in the Player's Panel.
- Select a Mugshot (by clicking on the left/right arrows next to the portrait).

The right side of the screen shows the default Game Options. To change these Options click on the Multiplayer Game Options button (see below).

As players join the game they will appear in the eight slots in the Players Panel with their game name, choice of character and colour shown.

The Chat Box allows you to communicate with the other players who have joined the game and are waiting to play.

- Type in a message and press Enter

MULTIPLAYER GAME OPTIONS

This screen allows you to set the different gameplay options. Click on the left/right arrows to cycle through your choice of:

Game Type

Deathmatch: Classic kill or be killed. The winner is the last man standing.

Territory: Gather more territory by claiming a number of businesses on the map. The winner is the first to control a preset number of sites.

Defend and Destroy: You have a number of businesses to defend and must try to take out all rivals. If you lose your businesses then you're out.

Time

Select a Time Limit for the game from 10 minutes to Unlimited.

Day Or Night

Select a daylight or night time scenario.

Weather Settings

Choose the weather you want to play in from Clear to Blizzard.

Money

As always you'll need money and this set of options sets what type of money you will be able to receive during the game:

- | | |
|-------------------|---|
| Fixed Money - | set an amount for the money all players begin with (from High, Medium, Low). |
| Timed Money - | set an amount for the income appearing over time (from High, Medium, Low or None). |
| Bounty Money - | set an amount for income derived from bounties on wanted gangsters (from High, Medium, Low or None). |
| Territory Money - | set an amount for income derived from the amount of territory you amass (from High, Medium, Low or None). |

Game Map

On the right of the screen is the Game Map panel. Select pre-set Multiplayer Game options and the map you want to play the game on by clicking on the left/right arrows.

When you have finished making your choices, click on the OK button and you will return to the Host Game screen. All your options will be shown on the right panel on the screen including a Schematic view of the map you will be playing.

- Select Start Game to begin.

JOINING A GAME

- Click on the TCP/IP button and select to Join a game.

You will be asked to enter an address (if you have one) for a game across the Internet or leave the box blank if you are playing on a Local Network.

- Click on OK and you will go to the Games Available screen. This shows you a list of games that you can join (scroll using the arrows if necessary).
- Click on a game in the top panel to see who is playing, their gang colours etc.

If you find the game you want to join, click on the Join Game button.

You will then be able to set up your Game Name, Gang Colour (unavailable will have a red cross - X through the colour) and your Mugshot.

- Click on OK to start playing.

MODEM GAME

- Click to create a modem connection between two machines.
- Follow all on-screen instructions.

SERIAL (DIRECT CONNECTION) GAME

- Select the Serial (Direct Connection) button for a two-player link game.
- Choose Create or Join.

CREATE A GAME

If you have chosen to Create a game you must first:

- Choose a Communications Port where the link cable is attached to your computer.
- Name your Game (type in a name and click on OK).

The connection will be initialised and you will go to the Host Game screen. This is essentially the same as for TCP/IP (see above)

JOIN A GAME

If you choose to Join a Game you must first:

- Choose a Communications Port where the link cable is attached to your computer.

The connection will be initialised and you will see the Games Available screen.

- Select the two-player game and click on the Join Game button.

GAME SITE PLAY

Click on the Game Site where you want to play (from the list shown on the Multiplayer Menu).

You will be taken to that site's Gangsters 2 web page.

Follow the Game Site instructions to Join or Host a game.

The Game Site will then return you to Gangsters 2 at either the Host or

Client set up menus.

The Cancel button will take you back to the Game Site at the original entry screen.

HOTHOUSE RANKINGS

This option allows you to access the Gangsters 2 rankings from other games being played on the Internet worldwide. This is the ultimate Hall of Fame! If you can get on here, you're made.

Click on Join to make the connection.

CHAT WINDOWS

You can send messages to friends (and enemies) using the chat windows. To send a message, hit the function key to select who you want to send the message to:

F1 Send to all players.

F2 Send to player 2.

F3 Send to player 3.

F4 Send to player 4.

Once you have selected the people to receive the message, type in the message itself.

- Press Enter to send the message.

All messages are displayed in the chat window at the bottom of the screen.

IN-GAME MENU

Press the Escape key at any time in-game to access the In-Game Menu:



Objectives

Displays the game type and objectives.

Player Details

The In-Game Menu lists the players, their alliances and performance. To offer another player an alliance, click on the button following the name of the player (this button is not available if you are already allied). The player will receive a message stating that you are offering an alliance. If the player accepts, a dove will appear next to your name in the colour of your new ally, and a dove in your colour will appear next to their name. Clicking on the dove will break the alliance and send a message to your former ally stating that you have terminated the alliance.

If you are offered an alliance, you will receive a message in the chat window stating who is making the offer. The In-Game Menu will display a flashing dove next to your name, showing the colour of the player making the offer. Clicking on the flashing dove accepts the offer. To reject the offer, just ignore the dove; it will disappear after 30 seconds.

Chat Window

Allows you to send and receive messages.

Configuration

Allows you to set game parameters such as the music volume and level of detail.

Exit Game

Leave the game.

MULTIPLAYER SPAWN

Gangsters 2 also allows you to 'spawn' Multiplayer versions of the game so that other players can join in the fun without having to own a copy of the game.

INSTALLATION

The option to 'Spawn Multiplayer' appears on the install screen. Click on this and follow all instructions. An icon will be put onto your desktop (if you agree to it).

HOST/JOIN

The Multiplayer Game is exactly the same as the normal game (above) but the Host is the only one with a copy of the CD in his/her drive. Other players do not need a game CD and can only Join the game (they cannot Host a game).

CONNECTIONS

The game will work for Modem, Serial and TCP/IP connections only (not Game Sites).

CREDITS

FOR HOTHOUSE

Gangsters 2 is based on an original concept by

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Character AI, Locomotion

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Vehicle AI

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